KONAMI®



INSTRUCTION MANUAL

Part Number 821400

CRIME FIGHTER TECHNICAL INFORMATION

TECHNICAL INFORMATION

GX821-UA

(1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+12V)
*See the Wiring Diagram.

(2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative

(3) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise and it becomes louder.

(4) Handle with care.

CABINET INFORMATION

(1) Use an upright cabinet with a big control panel having four sets of an 8-way joystick and two function buttons.

(2) Four independent coin slots are also necessary.

(3) Start buttons are unnecessary. Function buttons can be substituted for them.

SELF TEST

Normal: OK will be displayed. Then the game will start.
Abnormal: BAD will be displayed and the screen will stop.

MANUAL TEST

(1) How to start
Turn on the power while the SW3 of the DIP SWITCH No. 3 is on. Push player 1 KICK button to change items.

(2) Test items
1. ROM check
2. Picture contortion
3. Color check
4. I/O check
5. Sound check
6. Dip switch settings

*Push player 2 KICK button to change sound code. Pressing player 2 PUNCH button calls the same sound code.

CRIME FIGHTER: WIRING HARNESS

WIRE COLOR KEY:

Solder Side ← → Parts Side

Wire Color	Solder Side	Pin	Pin	Parts Side	Wire Color
BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+5V DC	C	3	+5V DC	RED
RED	+5V DC	D	4	+5V DC	RED
	NOT USED	E	5	NOT USED	
ORANGE	+12V DC	F	6	+12V DC	ORANGE
	*KEY	H	7	*KEY	
	(EMPTY)	J	8	COIN COUNTER	GREEN/GRAY
	(EMPTY)	K	9	(EMPTY)	
YELLOW	SPEAKER (−)	L	10	SPEAKER (+)	BLUE
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
	(EMPTY)	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	(EMPTY)	
VIOLET/WHITE	COIN 2	T	16	COIN 1	BLUE/BROWN
	NOT USED	U	17	NOT USED	
BLUE/YELLOW	2P UP	V	18	1P UP	ORANGE/WHITE
VIOLET/YELLOW	2P DOWN	W	19	1P DOWN	BLACK/WHITE
ORANGE/GREEN	2P LEFT	X	20	1P LEFT	RED/GRAY
ORANGE/YELLOW	2P RIGHT	Y	21	1P RIGHT	GRAY/WHITE
BLACK/YELLOW	2P TAG	Z	22	1P TAG	RED/WHITE
ORANGE/GRAY	2P ACTION	a	23	1P ACTION	GREEN/BROWN
	NOT USED	b	24	NOT USED	
	NOT USED	c	25	NOT USED	
	NOT USED	d	26	NOT USED	
BLACK	GND	e	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

(BASE COLOR/LINE COLOR)

CRIME FIGHTER: SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

CN3 3P CONTROLS

1	Coin 3	White/Violet
2	Empty	
3	3P Left	White/Red
4	3P Right	White/Yellow
5	3P Up	White/Black
6	3P Down	White/Blue
7	3P Tag	White/Brown
8	3P Action	White/Orange
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

CN4 4P CONTROLS

1	Coin 4	Blue
2	Empty	
3	4P Left	Yellow/Black
4	4P Right	Brown/Black
5	4P Up	Green/Yellow
6	4P Down	Yellow/Red
7	4P Tag	Yellow/White
8	4P Action	Yellow/Blue
9	Empty	
10	Empty	
11	Empty	
12	Empty	
13	Empty	
14	Empty	
15	Ground	Black

DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

1. COIN SWITCH NO. 1 SETTINGS

SW	1	2	3	4	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				VOID	

SW5 thru SW8 are not used.

DIP SWITCH NO. 2 SETTINGS

1. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
	OFF	OFF	EASY
○	ON		NORMAL
	OFF	ON	DIFFICULT
	ON		VERY DIFFICULT

2. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
	OFF	OFF
○	ON	ON

SW1 thru SW5 are not used.

DIP SWITCH NO. 3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	
○	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

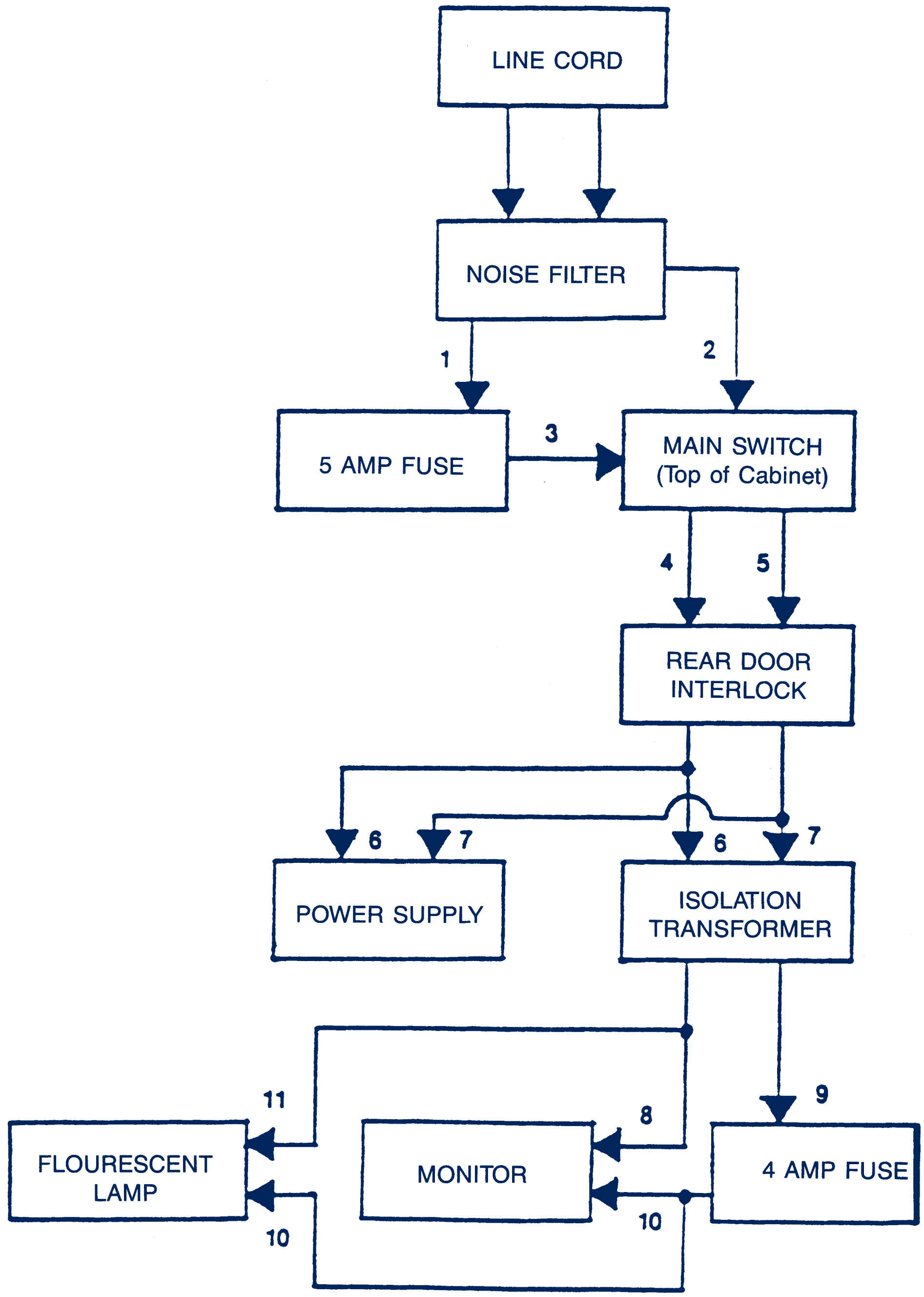
SW	3	MODE
○	OFF	GAME MODE
	ON	TEST MODE

SW2 and SW4 are not used.

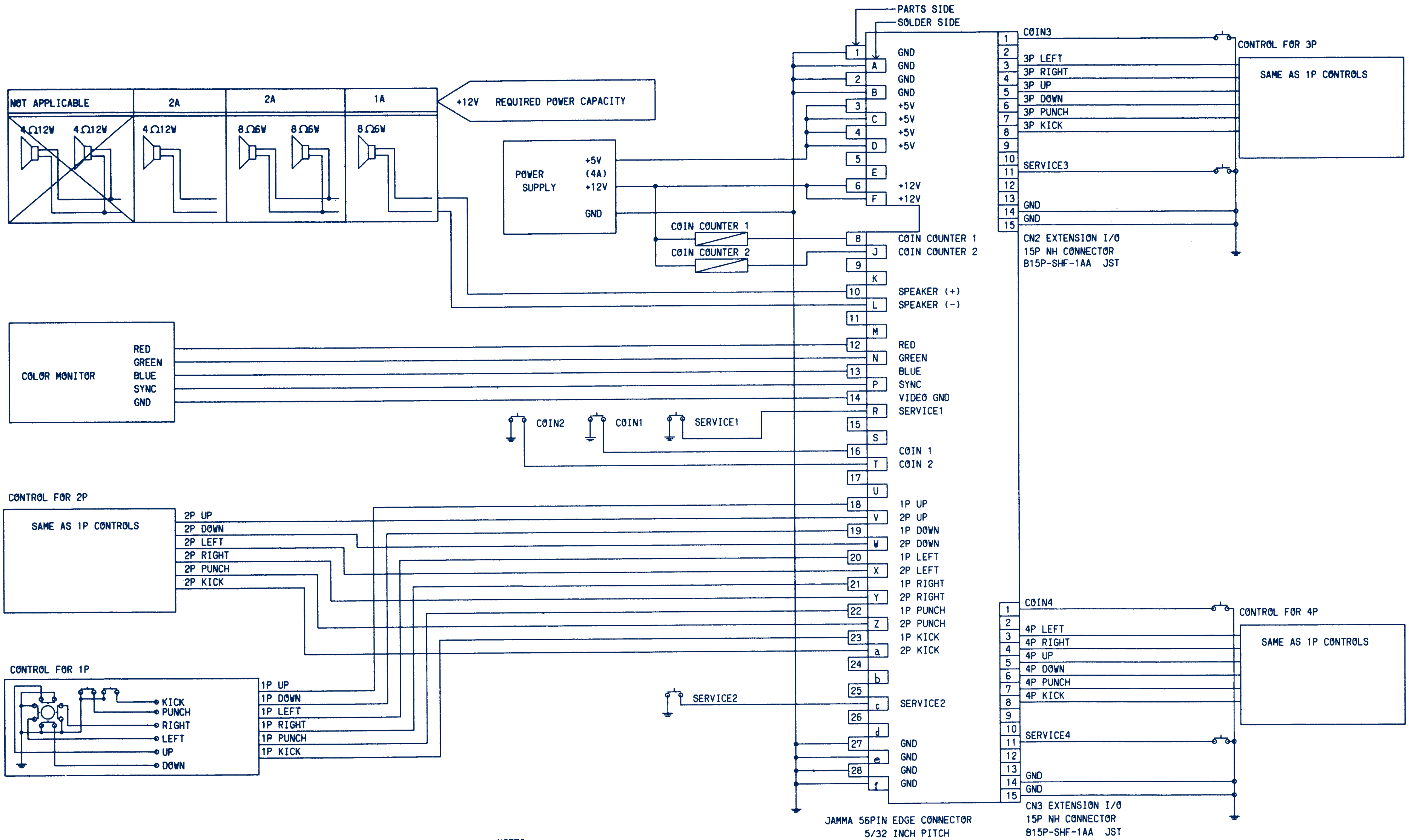
○ shows recommended settings.

CRIME FIGHTER: AC FLOW CHART

1. GREEN/YELLOW
2. BLACK
3. RED
4. BLUE
5. BROWN
6. RED/BLACK
7. BLACK/WHITE
8. WHITE
9. GREEN
10. VIOLET
11. ORANGE



4P VERSION WIRING DIAGRAM

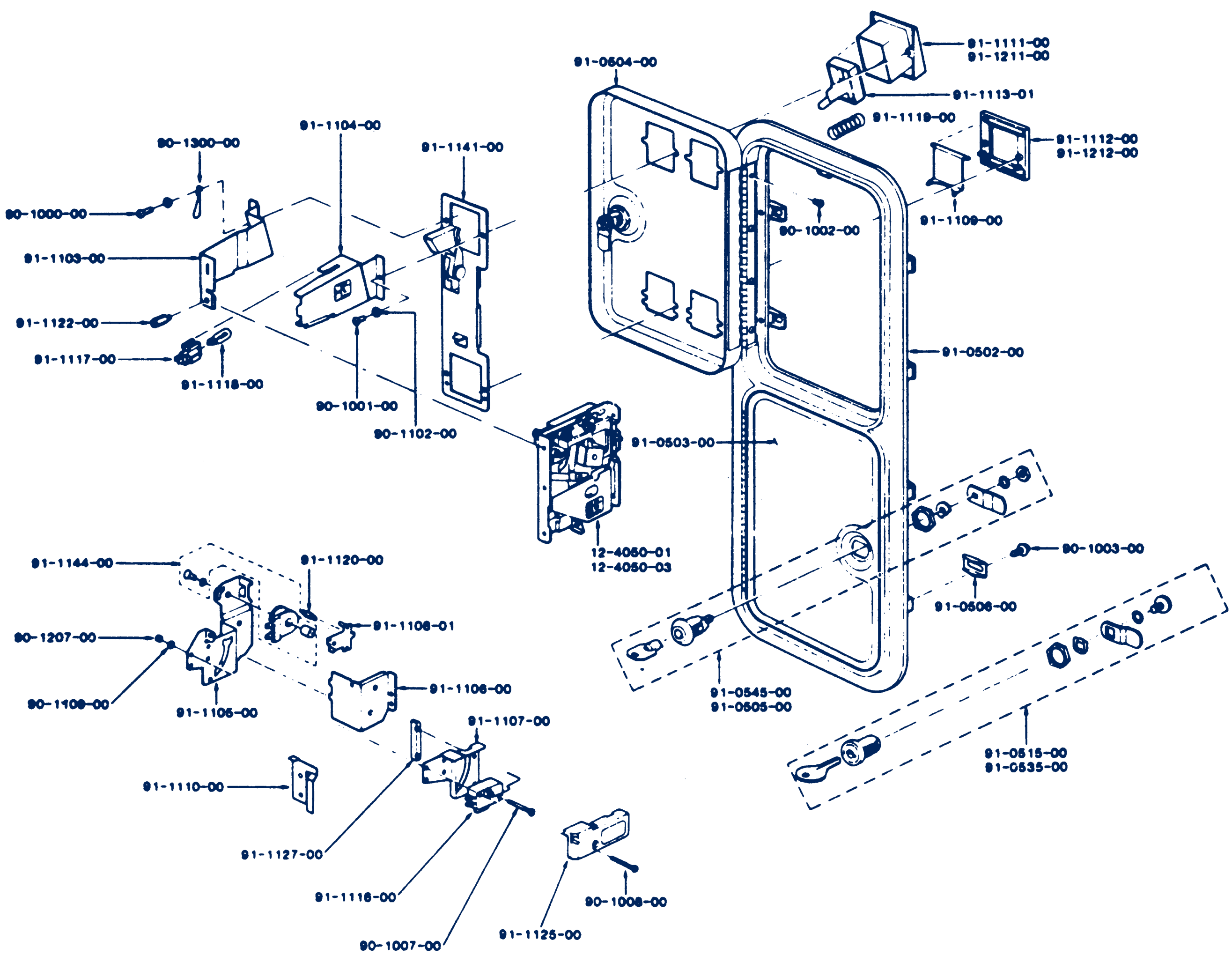


- NOTES -

1 1P:NO.1 PLAYER 2P:NO.2 PLAYER
3P:NO.3 PLAYER 4P:NO.4 PLAYER

2 SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE P.C.B.

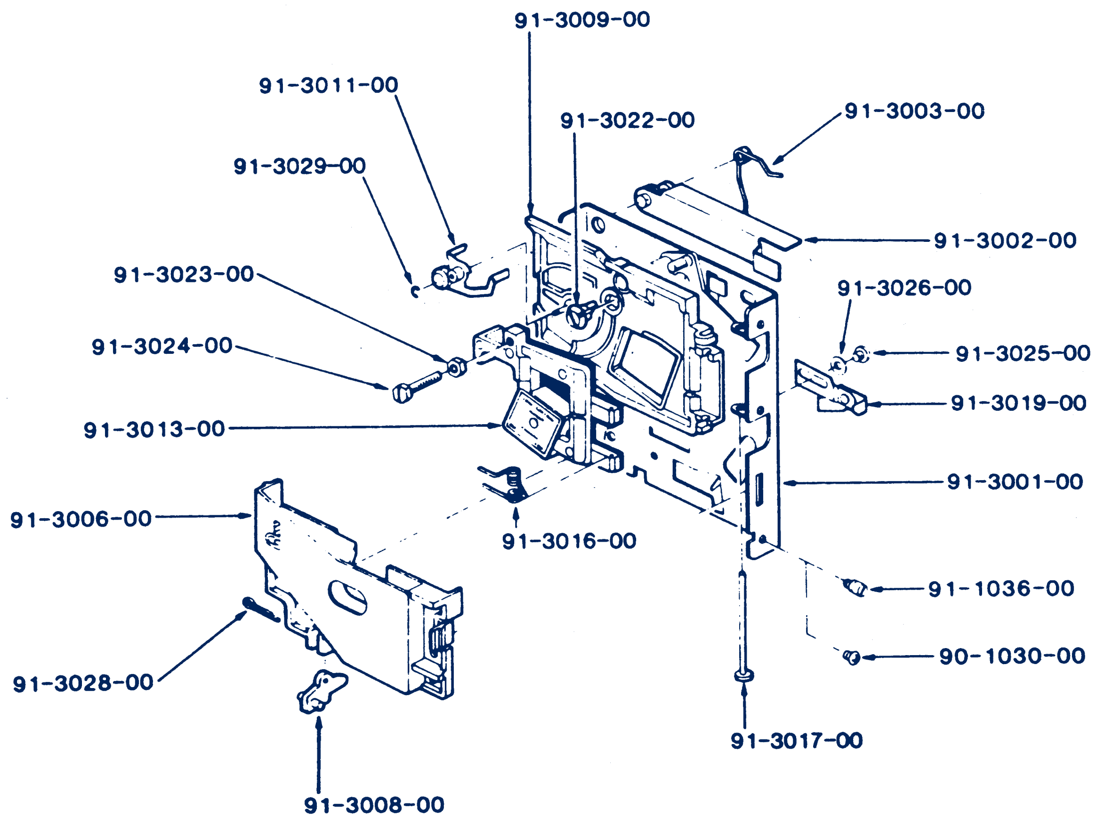
COMPLETE COIN DOOR ASSEMBLY
EXPLODED VIEW



PARTS LIST

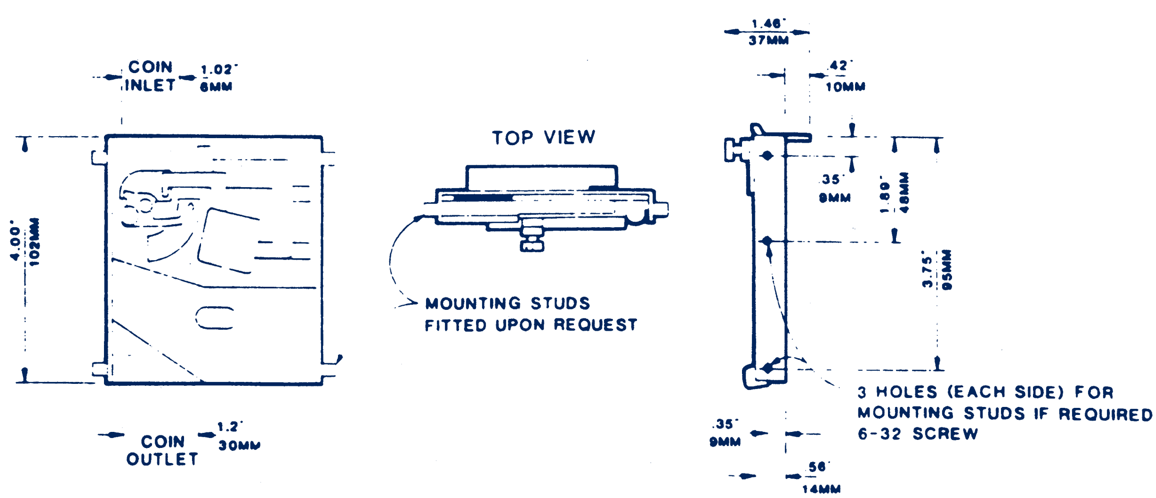
12-4050-01	S-10 Acceptor Body U.S. 25¢
12-4050-03	S-10 Acceptor Body Canadian 25¢
20-4177-00	Plastic Cash Box
20-4179-00	Steel Enclosure
22-1400-00	Locking Bar
24-1150-00	Wire Harness
90-1000-00	Keyhook Bezel Screw
90-1001-00	Bezel Screw
90-1002-00	Hinge Screw
90-1003-00	Clamp Screw
90-1007-00	Flat Head Microswitch Mounting Screw
90-1008-00	Panhead Microswitch Mounting Screw
90-1102-00	Washer for Bezel Screw
90-1207-00	Nut for Microswitch Mounting Screw
90-1300-00	Keyhook
91-0502-00	Zinc Die Cast Frame
91-0503-00	Lower Door
91-0504-00	Upper Door
91-0505-00	Round Lock and Cam Assembly
91-0506-00	Clamp
91-0515-00	Flat Lock and Cam Assembly
91-0535-00	Flat Lock and Cam Assembly
91-0545-00	Round Lock and Cam Assembly
91-1103-00	Coin Inlet Lamp Side
91-1104-00	Coin Inlet Cover Side
91-1105-00	Reject Cup Side Plate
91-1106-00	Reject Cup Base Plate
91-1107-00	Microswitch Bracket
91-1108-01	Lockout Flap U.S. 25¢
91-1109-00	Reject Flap
91-1110-00	Metal Switch Adjuster
91-1111-00	Black Button Bezel
91-1112-00	Black Reject Bezel
91-1113-01	Entry/Reject Button U.S. 25¢
91-1116-00	Microswitch (Black End Arm)
91-1117-00	Lampholder
91-1118-00	6 V Wedge Base Lamp
91-1119-00	Buttton Spring
91-1120-00	Lockout Spring
91-1122-00	Retaining Screw for Acceptor Body
91-1125-00	Clear Plastic Cover for Microswitch
91-1127-00	Plastic Switch Adjuster
91-1141-00	Base Plate With Pivot and Stud
91-1144-00	6 Volt DC Lockout Coil Assembly
91-1211-00	Zinc Plated Button Bezel
91-1212-00	Zinc Plated Reject Bezel

Gold Mech
Engineering Data and Parts List



PARTS LIST

90-1030-00 Retaining Screw (#6-32"x.250")
91-1036-00 Mounting Stud
91-3001-00 Back Plate
91-3002-00 Reject Lever
91-3003-00 Reject Lever Spring
91-3006-00 Cover Plate
91-3008-00 Anti-Stringing Device
91-3009-00 Gate
91-3011-00 Cradle
91-3013-00 Magnet Holder with Magnet
91-3016-00 Gate Spring
91-3017-00 Gate Pin
91-3019-00 Separator
91-3022-00 Diameter Adjustment
91-3023-00 Locknut-Magnet Holder
91-3024-00 Screw-Magnet Holder
91-3025-00 Screw Separator
91-3026-00 Washer
91-3028-00 Cotter Pin for Anti-stringing Device
91-3029-00 E-Clip for Cradle



USER INFORMATION

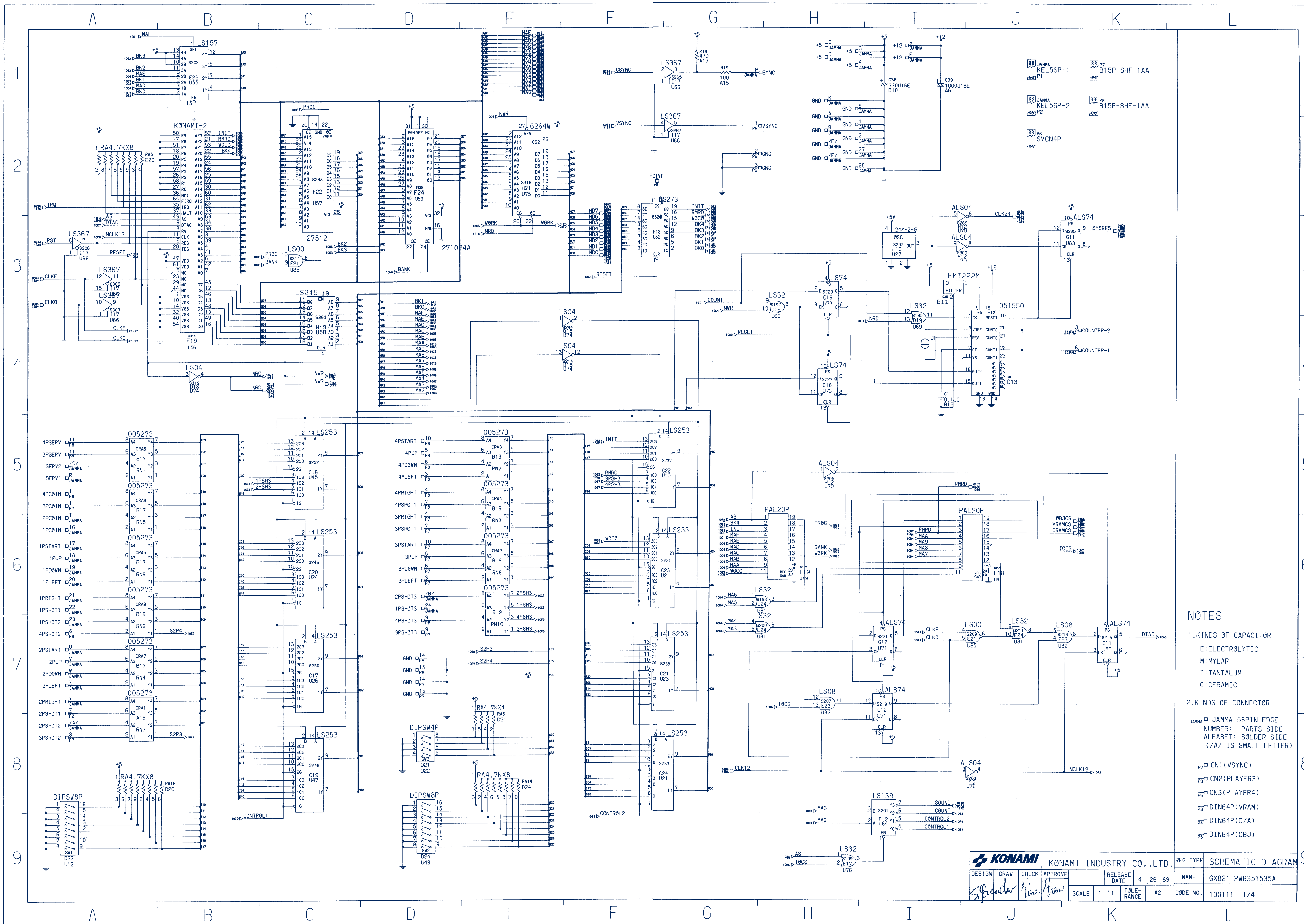
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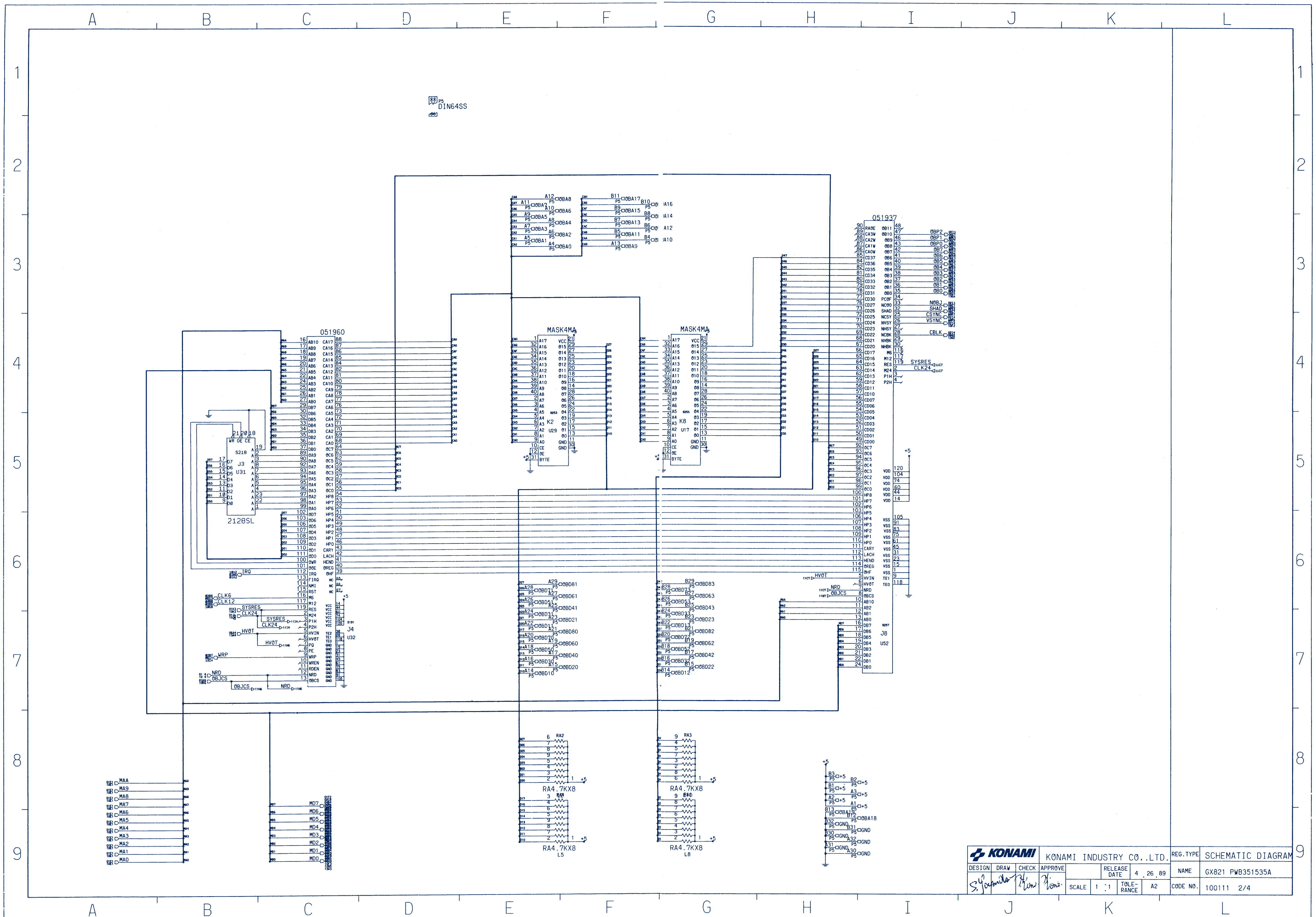
F.C.C. REGULATION COMPLIANCE

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

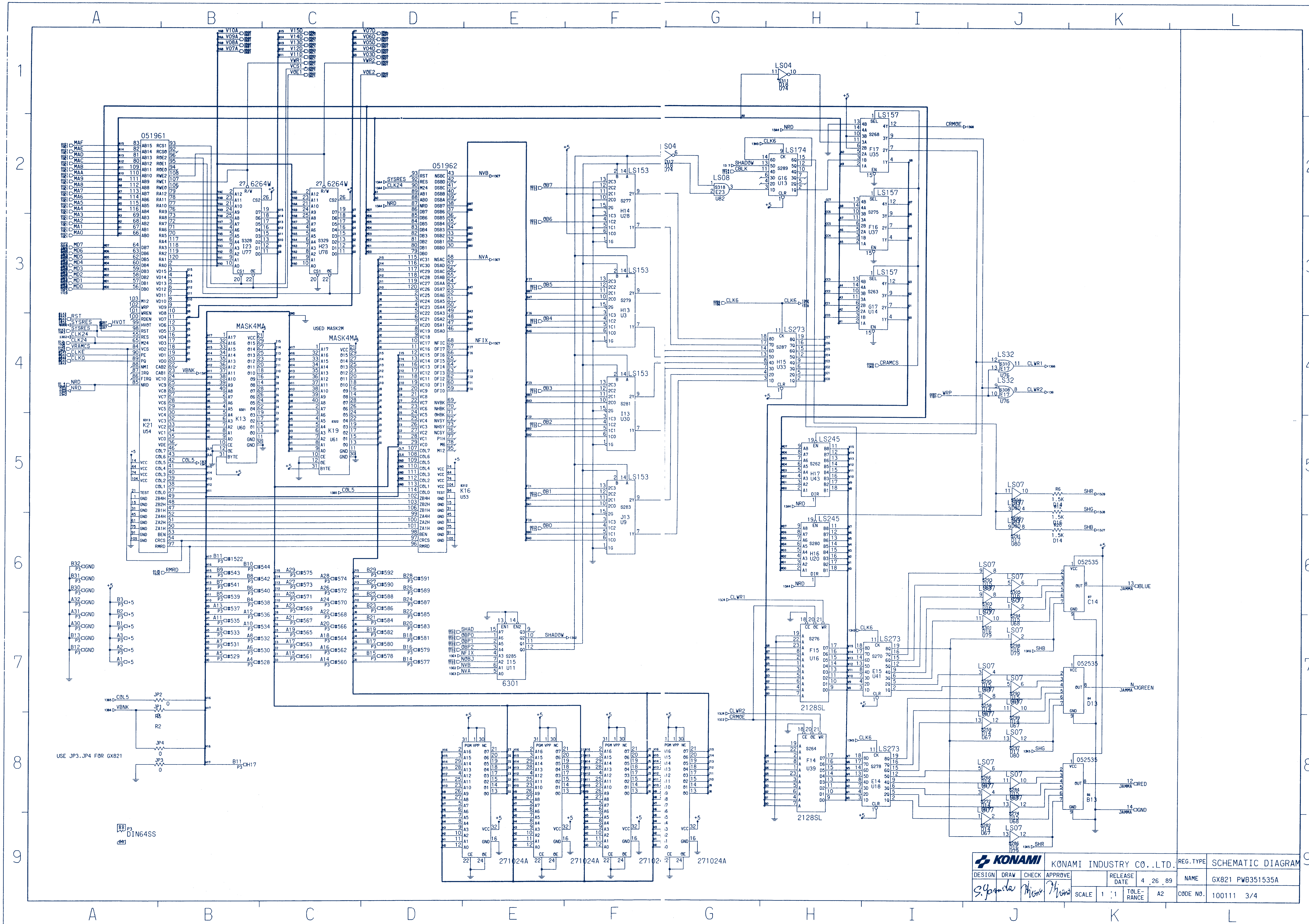
KONAMI

815 Mittel Drive, Wood Dale, Illinois 60191
Telephone: (312) 595-1443, Telex: 6871385 KONAM UW, Fax: (312) 595-2973

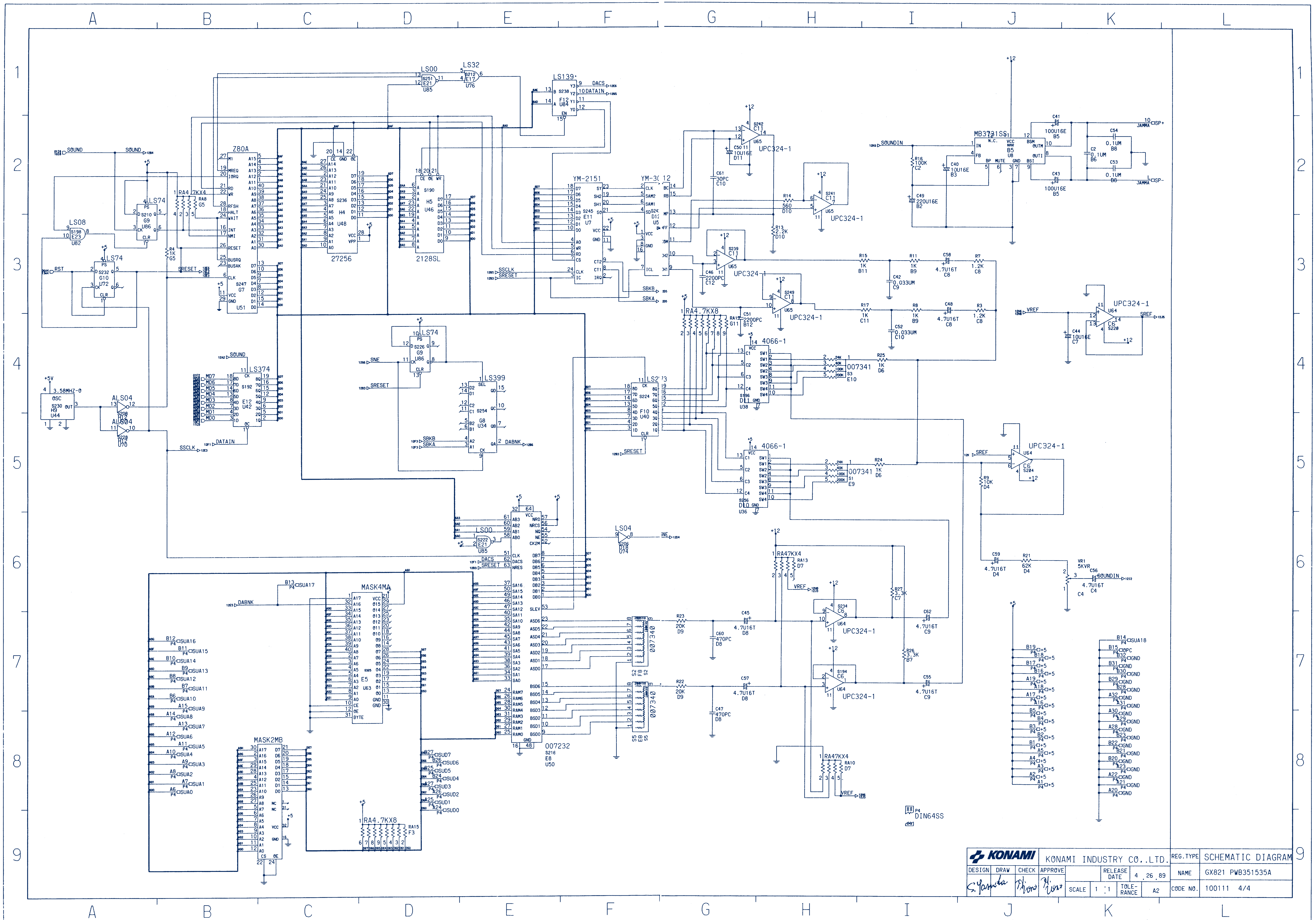

NOTES
1.KINDS OF CAPACITOR
E:ELECTROLYTIC
M:MYLAR
T:TANTALUM
C:CERAMIC
2.KINDS OF CONNECTOR
JAMMA 56PIN EDGE
NUMBER: PARTS SIDE
ALFABET: SOLDER SIDE
(/A/ IS SMALL LETTER)
CN1(VSYNC)
CN2(PLAYER3)
CN3(PLAYER4)
DIN64P(VRAM)
DIN64P(D/A)
DIN64P(OBJ)
KONAMI
KONAMI INDUSTRY CO.,LTD.
REG.TYPE SCHEMATIC DIAGRAM
NAME GX821 PWB351535A
CODE NO. 100111 1/4
DESIGN DRAW CHECK APPROVE
RELEASE DATE 4 .26 .89
SCALE 1 : 1
TOLERANCE
A2



DIN64SS
051960
2128SL
MASK4MA
051937
RA4.7KX8
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REG.TYPE
SCHEMATIC DIAGRAM
DESIGN
DRAW
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APPROVE
RELEASE DATE 4 26 89
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NAME
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SCALE
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TOLE-RANCE
A2
CODE NO.
100111 4/4
Z80A
27256
2128SL
LS00
LS32
LS139
LS74
LS08
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